

The Bard's Tale

C64 Cassette

Getting Started

Note: Make sure that the **SHIFT LOCK** key is **OFF** and that there are no joysticks, mice or cartridges plugged into your system.

Insert the boot cassette, lable side up, into your recorder and rewind fully. Hold down SHIFT, press RUN/STOP and then press play on your recorder. Once loaded, the game will start in the Adventurer's Guild with the default party, the ATEAM.

The ATEAM are a good beginning party of adventurers who are equipped and ready to do battle. To the ATEAM, type E to E(xit) the Guild and enter the town of Skara Brae.

To learn how to create your own adventurers, form your own parties, remove characters or rearrange their order, see the end of these instructions. Hint: The first dungeon is the wine cellar of the only tavern in town which serves wine. It's on Rakhir street.

SAFTY AND DEATH

Let's face it, the sort of streets where you are ambushed by Kobolds, Orcs and Zombies are dangerous and the streets of Skara Brae are especially dangerous at night. Beginning parties, therefore, should not be shy about spending the night in the Adventurer's Guild. When you enter the Adventurer's Guild, you are assumed to have stayed for the night and you will always leave early the next morning.

Don't despair if you loose a favorite party member, you can either pay to have him resurrected at a temple, reload the party from your most recently saved version (This will mean that you will lose any experiance, gold and items which you have accumulated since you last saved the party). You could also save the party with the dead member, then use the EDITOR (saved directly after the game on the boot tape) to remove the dead member from the party and replace just him from a previously saved party and then resave the party. (this method means that only the dead character will lose experiance points though you will have to leave the game to use the EDITOR)

MOVING ABOUT

I - move forward
K - kick a door open

J - turn left
L - turn right

VIEWING CHARACTERS

Press the number (1-6) of the character whose statistics you want to view. (you cannot view the creature in the special slot). In the view character mode, you have the following options:

E(quip) a character with an item. You will be prompted for the item number (1-8). Press 0 to unequip all of a character's items.
T(rade) an item. Type the item number at the prompt. To trade gold, type G. Then type the number of the character you want to give the item to.
D(rop) an item. Type the item number at the prompt
P(ool) all gold. This gives all of the party's gold to the character being viewed.

Press the **Left-arrow** key in the upper-left corner of the keyboard to leave the view character mode.

COMBAT COMMANDS

If monsters attack, press **F** to F(ight) or **R** to R(un). (Note: you do not always get to run just because you want to, though nimble high level characters will usually get away) You can press **P** (arty attack) at any time to voluntarily enter intra-party combat.

In combat you have the following options:

A(ttack) monsters in the first two ranks, hand-to-hand. This command is available only to the first three party members.
D(efend) lessens the chances of being hit by a monster for that combat round.
U(se) a magical item. The Character must be equipped with an item to use it.
B(ard) song. Available only to Bards. Sing one of the 6 bard tunes for one combat round only.
C(ast) a spell. Available to magic users. Type in the code letters for the spell at the prompt.
H(ide) in shadows. Available only to Rogues.

OTHER ADVENTURING COMMANDS

C(ast) a spell when not in combat. At the prompt, type in the number of the character who will cast the spell, then type in the code for the spell.

P(arty) attack will start intra-party combat at any time.
B(ard) song. Available only to Bards, sings one of the 6 bard tunes while wandering.

N(ew) order for the party. At the prompt, type the numbers of the members in the order you want them to march.

U(se) an item. Some items like torches, must be activated with this command in order to work. Type the number of the character who has the item, then pick the item (by typing its number) from that character's equipment list. Some items run out of power after only one use.

V(olume) will toggle the sound on and off.

E(levate) to go up a portal. This command only works in dungeons and the party must have a levitation spell in operation.

D(own) to go down a portal. This command only works in dungeons.

Use the **Left-arrow** key in the upper-left corner of the keyboard to pause and any other key to resume.

HOW TO FORM NEW PARTIES AND CREATE NEW CHARACTERS

Characters can be created and parties formed only in the Adventurer's Guild. While in the Guild, you have the following commands available:

C(reate) a new character. Select the race and class for the character as prompted, then type in a character name up to 15 letters and spaces. Press **Return** to enter the name and add the character to the party.

R(emove) a character from the party. Type in the name of the character you wish to remove from the party and press return. Make sure that if you want to make use of the character at a later date, that a party containing that character has been previously saved to tape, as removing a character wipes him/her from the memory without saving him/her.

L(oad) a party from tape. You will be prompted to type in the name of a previously saved party. Insert your party tape and use rewind/fastforward to position the tape. Then press play on your recorder to load in the party. You can abort a load by pressing the **Left-arrow** key in the upper-left corner of the keyboard.

S(ave) a party to tape. You will be prompted for a name to save the party under. Insert your party tape and use rewind/fastforward to position the tape. Then press play and record on your recorder. The screen will blank and you should then press any key to start the save.

(Note: Save each party under a different name and make a note of it. Save a party two or three times in succession under the same name just in case you get a bad load. Do not repeatedly save over the top of your old parties, as if you make a mistake, you will have erased all your hard work!)

Q(uit) the game. This will end your current game and return you to Basic.

E(xit) the guild. Your party will leave the guild and enter the streets of Skara Brae.

EDITOR

After the game on the boot cassette, we have recorded the Editor program, which allows you to transfer characters between different parties. Reset your commodore and fast forward the tape past the Bard's Tale game. Type **LOAD "EDIT"**, press **RETURN** and press play on your recorder. Type **RUN** and press **RETURN**. Follow the editor's on screen prompts.

CASSETTE COUNTER POSITIONS

You should find it useful to write down the tape counter position of the various multi-load sections so that you can fast forward to them easily:

Tape position	Section
<u>95.</u>	Editor
_____	City Map
_____	Sewers
_____	Mad God's Catacombs
_____	Harkyn's Castle
_____	Kylearan's Amber Tower
_____	Mangar's Tower



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